

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a plurality of digits;

a display device adapted to display said plurality of digits; and

a processor programmed to operate with the display device to:

(a) display a plurality of player-selectable ~~digits~~ digit positions,

(b) select and display a ~~predetermined number of one of said~~ digits,
~~wherein said number is greater than one,~~

(c) enable a player to select one of said digit positions for ~~each of said~~
selected ~~digits~~ digit,

(d) ~~associate each and display~~ said selected digit with the digit position
selected by the player, and

(e) repeat (b) to (e) at least once, and

(f) determine and display an award based on an order of the digits
associated with the digit positions selected by the player.

Claim 2 (original): The gaming device of Claim 1, wherein the display device includes a mechanical display of the digits.

Claim 3 (original): The gaming device of Claim 2, wherein the mechanical display is substantially circular.

Claim 4 (original): The gaming device of Claim 1, wherein the number of player-selectable digit positions is predetermined.

Claim 5 (original): The gaming device of Claim 1, wherein the digit positions include a one's digit position, a ten's digit position and a hundred's digit position.

Claim 6 (canceled).

Claim 7 (original): The gaming device of Claim 1, wherein the award has a value of the order of the digits in said digit positions.

Claim 8 (original): The gaming device of Claim 1, wherein the award is based on a mathematical operation applied to at least two of said digits in said digit positions.

Claim 9 (currently amended): The gaming device of Claim 1, wherein the processor is programmed ~~to operate~~ to enable the player to rearrange the order of the digits associated with the digit positions at least once.

Claim 10 (original): The gaming device of Claim 1, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 11 (previously presented): The gaming device of Claim 10, wherein the processor is programmed to select one of the award modification methods to apply to the award.

Claim 12 (original): The gaming device of Claim 10, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award; rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing the digits of an award

with the lowest generated digit; and replacing the digits of an award with the highest generated digit.

Claim 13 (currently amended): A gaming device comprising:
a display device;
a plurality of symbols adapted to be displayed by the display device, wherein said symbols include a plurality of digits and at least one selection symbol;
a plurality of selections adapted to be displayed by the display device, wherein one of a plurality of the digits is associated with each selection; and
a processor programmed to operate with the display device to:

- (a) display a plurality of digit positions;
- (b) cause a pick a predetermined number of one of said symbols;
- (c) enable a player to associate each of said picked symbols ~~symbol~~ with one of said digit positions;
- (d) if the picked symbol is the selection symbol:
 - (i) enable the player to pick one of said plurality of selections ~~if the selection symbol is picked; and~~
 - (e) ~~(ii)~~ associate and display the digit associated with the selection picked by the player with the digit position with which the selection symbol is associated ~~if the selection symbol is picked; and~~
 - (e) repeat (b) to (d) at least once; and
 - (f) determine and display an award based on an order of digits associated with the digit positions.

Claim 14 (original): The gaming device of Claim 13, wherein the displayed digits and the selection symbol are displayed on a mechanical display device.

Claim 15 (original): The gaming device of Claim 13, wherein the mechanical display device is substantially circular.

Claim 16 (original): The gaming device of Claim 13, wherein the display device reveals to the player the digit associated with the selection symbol if the selection symbol is picked.

Claim 17 (original): The gaming device of Claim 13, wherein the number of digit positions is predetermined.

Claim 18 to 19 (canceled).

Claim 20 (original): The gaming device of Claim 13, wherein the award is based on combining by a mathematical operation at least two of said digits in said digit positions.

Claim 21 (currently amended): The gaming device of Claim 13, wherein the processor is programmed ~~to operate~~ to enable the player to rearrange the order of the digits associated with the digit positions at least once.

Claim 22 (original): The gaming device of Claim 13, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 23 (original): The gaming device of Claim 22, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing the digits of an award with the lowest generated digit; and replacing the digits of an award with the highest generated digit.

Claim 24 (original): The gaming device of Claim 13, which includes at least one award modification method, and wherein the processor randomly determines if an award modification method will be applied to the award.

Claim 25 (currently amended): A gaming device comprising:
a plurality of digits;
a mechanical display device adapted to display said plurality of digits;
a plurality of player-selectable digit positions, wherein ~~upon~~ after each selection by a player of one of the digit positions, one of the plurality of digits is displayed in the selected digit position; and
an award adapted to be provided to the player including a plurality of the digits associated with the digit positions selected by the player, wherein the order of said digits indicates a value of the award.

Claim 26 (original): The gaming device of Claim 25, wherein the mechanical display device includes a plurality of sections, wherein one of the plurality of digits is displayed in each section.

Claim 27 (original): The gaming device of Claim 25, wherein the mechanical display device is substantially circular.

Claim 28 (original): The gaming device of Claim 25, wherein the mechanical display device is adapted to rotate and stop at a position wherein an indicator indicates one of the plurality of digits.

Claim 29 (original): The gaming device of Claim 25, which includes at least one selection symbol displayed by the mechanical display device, said selection symbol indicating a selection of at least one of a plurality of selections, wherein one of the plurality of digits is associated with each selection.

Claim 30 (original): The gaming device of Claim 29, wherein the plurality of selections are displayed by a mechanical display device.

Claim 31 (previously presented): A gaming device comprising:

a game;

a cabinet;

a moveable mechanical display device supported by the cabinet and having a plurality of different modification methods displayed thereon, wherein the mechanical display device is operable to simultaneously display a plurality of the modification methods to a player;

an indicator supported by the cabinet and operable to move to indicate one of the modification methods which is displayed when the mechanical display device stops moving;

a display device configured to display an original award including a plurality of digits associated with a plurality of digit positions, wherein the order of said digits displays a value of the original award; and

a modified award including a modification of the digits of the original award based on the modification method indicated by the indicator and mechanical display device.

Claim 32 (original): The gaming device of Claim 31, wherein each modification method is associated with one of a plurality of sections of the mechanical display device.

Claim 33 (original): The gaming device of Claim 31, wherein the mechanical display device includes a plurality of surfaces, each said surface displaying at least one of the modification methods.

Claim 34 (original): The gaming device of Claim 31, wherein the mechanical display device is prism-shaped having three sides.

Claim 35 (original): The gaming device of Claim 34, wherein at least one modification method is displayed on each side of the mechanical display device.

Claim 36 (original): The gaming device of Claim 31, wherein the mechanical display device is positioned on a longitudinally extending rotational axis.

Claim 37 (original): The gaming device of Claim 36, wherein the indicator is operable to move substantially parallel to the longitudinal rotational axis.

Claim 38 (original): The gaming device of Claim 31, wherein the mechanical display device is adapted to rotate along a rotational axis and to stop to reveal at least one modification method.

Claim 39 (original): The gaming device of Claim 38, wherein the rotational axis is substantially horizontally disposed.

Claim 40 (original): The gaming device of Claim 31, which includes means for oscillating the indicator relative to the mechanical display device.

Claim 41 (original): The gaming device of Claim 40, wherein the oscillation of the indicator is substantially parallel to the rotational axis of the mechanical display.

Claim 42 (original): The gaming device of Claim 31, wherein the movement of the indicator is coordinated with the movement of the mechanical display device to designate one of the award modification methods to be applied to the award.

Claim 43 (original): The gaming device of Claim 31, wherein the indicator moves simultaneously with the movement of the mechanical display device.

Claim 44 (previously presented): The gaming device of Claim 31, which includes a processor programmed to operate to control the movement of the mechanical display and the movement of the indicator.

Claim 45 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the mechanical display and the indicator to move simultaneously.

Claim 46 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the indicator to move after the mechanical display stops rotating.

Claim 47 (original): The gaming device of Claim 31, which includes a predetermined sequence that causes the indicator to pass by each of the modification methods of the modification methods at least once before stopping to indicate one of the displayed modification methods.

Claim 48 (original): The gaming device of Claim 31, wherein the movement of the mechanical display and the movement of the indicator are controlled by a random generation.

Claim 49 (original): The gaming device of Claim 31, wherein the movement of the mechanical display and the movement of the indicator are individually controlled by separate random generations.

Claims 50 to 80 (canceled).

Claim 81 (currently amended): A gaming device comprising:

a plurality of digits;

a display device adapted to display said plurality of digits; and

a processor programmed to operate with the display device to:

(a) display a plurality of player-selectable digit positions;

(b) enable a player to select an order of a said plurality of digit positions,

(c) select and display ~~a predetermined number one of~~ said digits, wherein ~~said number is greater than one~~,

(d) ~~associate each of and display the selected digits digit with the one of the~~ digit positions ~~related to~~ based on the order of said plurality of digit positions selected by the player, and

(e) repeat (d) to (e) at least once, and

(e)(f) determine and display an award to provide to the player based on the an order of the digits associated with the digit positions.

Claim 82 (currently amended): The gaming device of Claim 81, wherein the order of the digits associated with the digit positions is based on the order of the plurality of digit positions selected by the player and the order in which the ~~predetermined number of digits is~~ are selected and displayed.

Claim 83 (canceled).

Claim 84 (original): The gaming device of Claim 81, wherein the display device includes a mechanical display of the digits.

Claim 85 (original): The gaming device of Claim 84, wherein the mechanical display is substantially circular.

Claim 86 (original): The gaming device of Claim 81, wherein the number of player-selectable digit positions is predetermined.

Claim 87 (original): The gaming device of Claim 81, wherein the digit positions include a one's digit position, a ten's digit position and a hundred's digit position.

Claim 88 (canceled).

Claim 89 (original): The gaming device of Claim 81, wherein the award has a value of the order of the digits in said digit positions.

Claim 90 (original): The gaming device of Claim 81, wherein the award is based on a mathematical operation applied to at least two of said digits in said digit positions.

Claim 91 (currently amended): The gaming device of Claim 81, wherein the processor is operable—programmed to enable the player to rearrange the order of the digits associated with the digit positions at least once.

Claim 92 (original): The gaming device of Claim 81, which includes a player-selectable modify input, wherein activation of the modify input initiates an award modification method.

Claim 93 (currently amended): The gaming device of Claim 92, wherein the processor ~~selects~~—is programmed to select one of a plurality of award modification methods to apply to the award.

Claim 94 (original): The gaming device of Claim 92, wherein the award modification method is selected from the group consisting of: rearranging the digits of an award; regenerating an award; adding a digit to an award; subtracting a digit from an award; multiplying an award; replacing a lowest digit of an award; replacing a highest digit of an award; removing a lowest digit from an award; removing a highest digit from an award; reducing an award by a fraction of the original value of said award; adding an amount to at least one of the digits of an award; subtracting an amount from at least one of the digits of an award; rearranging the generated digits in each of the digit positions to produce the lowest possible award; rearranging the generated digits in each of the digit positions to produce the highest possible award; replacing all of the digits of an award with the lowest generated digit; and replacing all of the digits of an award with the highest generated digit.

Claim 95 (new): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (a) display a plurality of digits and a plurality of player-selectable digit positions,
- (b) enable a player to select one of said digit positions,
- (c) select and display one of said digits,
- (d) associate and display said selected digit with the digit position selected by the player,
- (e) repeat (b) to (d) at least once, and
- (f) determine and display an award based on an order of the digits associated with the digit positions selected by the player.

Claim 96 (new): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) display a plurality of symbols, wherein said symbols include a plurality of digits and at least one selection symbol,

(b) display a plurality of selections, wherein one of a plurality of the digits is associated with each selection,

(c) display a plurality of digit positions,

(d) enable a player to pick one of said digit positions,

(e) cause a pick of one of said symbols,

(f) associate and display said picked symbol with the digit position picked by the player,

(g) if the picked symbol is the selection symbol:

(i) enable the player to pick one of said plurality of selections,
and

(ii) associate and display the digit associated with the selection picked by the player with the digit position with which the selection symbol is associated,

(h) repeat (d) to (g) at least once, and

(i) determine and display an award based on an order of digits associated with the digit positions.